

Global VR Accessories Market Growth 2026-2032

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Abstracts

The global VR Accessories market size is predicted to grow from US\$ 1894 million in 2025 to US\$ 4901 million in 2032; it is expected to grow at a CAGR of 14.8% from 2026 to 2032.

VR accessories refer to additional devices and peripherals designed to enhance the virtual reality (VR) experience. These accessories can include items like motion controllers, haptic gloves, VR treadmills, external sensors, and specialized headphones. Each accessory serves a unique purpose, such as improving interaction within the virtual environment, providing more immersive audio or tactile feedback, or increasing the overall comfort and usability of the VR setup. Together, these accessories aim to deepen the user's sense of presence and engagement in virtual worlds, making the VR experience more realistic and interactive.

The VR accessories industry is undergoing a transformative evolution, driven by technological advancements and innovations in specific industry applications. A key trend is the rapid integration of AI and machine learning, which is enhancing accessories like haptic gloves and headsets with real-time adaptive features. Ergonomic design and health-conscious innovations are reshaping accessories, with third-party solutions addressing common issues like motion sickness and discomfort. Lightweight, adjustable head straps with built-in batteries not only improve comfort during extended use but also extend headset runtime by 30-40%. Anti-motion sickness accessories, such as specialized wristbands and ventilation systems, are gaining traction, alongside breathable facial interfaces that reduce sweat and skin irritation. Industry-specific applications are expanding, with accessories tailored for healthcare (e.g., surgical simulation gloves), education (VR lab kits), and enterprise training (haptic suits for safety drills). In essence, the industry is converging toward AI-empowered, ergonomic ecosystems that balance technical sophistication with accessibility, ensuring VR becomes a mainstream tool for work, education, and entertainment.

LP Information, Inc. (LPI) ' newest research report, the "VR Accessories Industry Forecast" looks at past sales and reviews total world VR Accessories sales in 2025, providing a comprehensive analysis by region and market sector of projected VR Accessories sales for 2026 through 2032. With VR Accessories sales broken down by region, market sector and sub-sector, this report provides a detailed analysis in US\$ millions of the world VR Accessories industry.

This Insight Report provides a comprehensive analysis of the global VR Accessories landscape and highlights key trends related to product segmentation, company formation, revenue, and market share, latest development, and M&A activity. This report also analyzes the strategies of leading global companies with a focus on VR Accessories portfolios and capabilities, market entry strategies, market positions, and geographic footprints, to better understand these firms' unique position in an accelerating global VR Accessories market.

This Insight Report evaluates the key market trends, drivers, and affecting factors shaping the global outlook for VR Accessories and breaks down the forecast by Type, by Application, geography, and market size to highlight emerging pockets of opportunity. With a transparent methodology based on hundreds of bottom-up qualitative and quantitative market inputs, this study forecast offers a highly nuanced view of the current state and future trajectory in the global VR Accessories.

This report presents a comprehensive overview, market shares, and growth opportunities of VR Accessories market by product type, application, key manufacturers and key regions and countries.

Segmentation by Type:

VR Headsets

VR Controllers

VR Treadmills

Cleaning and Protection Accessories

Charging and Power

Others

Segmentation by Application:

Entertainment

Healthcare

Industrial

Education

Others

This report also splits the market by region:

Americas

United States

Canada

Mexico

Brazil

APAC

China

Japan

Korea

Southeast Asia

India

Australia

Europe

Germany

France

UK

Italy

Russia

Middle East & Africa

Egypt

South Africa

Israel

Turkey

GCC Countries

The below companies that are profiled have been selected based on inputs gathered from primary experts and analysing the company's coverage, product portfolio, its market penetration.

Meta

PlayStation

HTC

Pimax

Samsung

Varjo

Shinecon Industrial

AMVR

KAT VR

Thrustmaster

Kiwi Design

BOBOVR

SenseGlove

ProTubeVR

Dell

Vertiv

Manus

Stealth Gaming

Key Questions Addressed in this Report

What is the 10-year outlook for the global VR Accessories market?

What factors are driving VR Accessories market growth, globally and by region?

Which technologies are poised for the fastest growth by market and region?

How do VR Accessories market opportunities vary by end market size?

How does VR Accessories break out by Type, by Application?

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